

Black Cult

All players that gain half a black heart, gain a cube.

Spy

Up to twice per Night, look at a player's Ability card.

Foresee

On your turn, look at the Ability cards of a player and return 1 to its deck.

This consumes your action for the turn.

Return this card to its deck afterwards.

Ability cards remain face up in front of the player after activation unless by card effect.

Per turn each player can:

Idle - Idle player gains half a white heart. If Idle player forms a full white heart, Idle player gains an extra cube.

Raid - Take a cube from a player. Raiding player gains half a black heart.

Avenge - This can only be played once per Night. When Raid is played, the Raided player can play this effect. Raiding player loses a cube. Raided player gains half a black heart.

Hone - Draw the top card of an ability deck. Honing player gains half a heart the same color as the ability card drawn.

Petrify - Return an ability card of another player back to its deck. Petrifying player gains half a heart of the opposite color of the ability card returned.

Judge - Needs 4 cubes to activate. Make a player reveal his role card.

Good player - You win if you reveal the **Chaotic Player**, otherwise you lose.

Chaotic/Evil player - You win if you reveal the **Good Player**, otherwise you lose.